

# THE IANDA TIMES

(short online version)

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Note: Though the landa Times is based in the city of Landa it is not associated with the city. The management accepts no responsibility for views expressed herein. The times reserves the right to edit articles submitted.

Any news, articles, poems, gossip, schedules, paintings, jokes you have, please send them to the editor. You are looking for a free companion, a slave, an assassin? Advertisements are very welcome.

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## EDITORIAL

“There is a crowd ahead,” I said, “at the public boards.”  
“They seem angry,” he said.  
(Magicians of Gor)

This week I would like to thank all citizens of Landa for their dedication and support of the city.

Each member of the Red Caste is skilled, has honor and dedicated to the defense of Landa and here citizens. The Green Caste has provided medical service to the citizens. They attended to wounded Warriors and citizens that were wounded during the attack. The Blue Caste continues to provide the citizens with documentation and other scribe services. The Initiate guides Landa and her citizens so that the Priest Kings are always pleased. The low castes of Landa, provide a tavern, slaves, inn and goods ranging from ice to black

wine. The low cast also keeps the economy alive by actively pursuing trade throughout Gor.

Everyone working together has made Landa the beautiful and strong city it is. Thank you all for the continued hard work and dedication to Landa.

Sherman Easterwood  
Magistrate of Landa

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## CITY NEWS AND ANNOUNCEMENTS

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### - NEWS

#### BREAKING NEWS: LEG FOUND IN LANDA SLEEN PIT

In late breaking news the Landa Times has learned a severed leg was found in the Sleen pit and has been turned over to the Green Caste to try and determine who it belongs to. As new information becomes available we will keep you updated on this story.

#### BREAKING NEWS:

BE IT ALSO RESOLVED that NO man, woman, Free or slave, that harms Sais or permits harm unto that condemned, stricken and abandoned city shall be judged by Ecclesiastical Court or Temple Jurisdiction and that all CIVIL courts shall be hereafter WARNED that the Priest Kings have turned Their favor AWAY from Sais!

The CITY OF SAIS LIES BENEATH THE JUDGMENT OF THE PRIEST KINGS!

Read more in the section "Foreign news" of the Landa Times.

### - NEW THASSA ALLIANCE?

#### The Shifting Tides of War

Nothing in war is simple. What began as a trade difficulty between two cities has become a contest of federations and empires. Alliances make strange bedfellows and stranger enemies.

The current conflict began as Rarn, City of Copper, refused to sell its wealth to the mints of Landa, precipitating the war. Turia of the South, allied to Rarn, entered the war in support of that city. The Southern Trade Alliance, spurred by Turia, expelled Landa. Meqara, Fina and Tafa followed the lead of Turia and the rest is history.

Now, all is in turmoil among the allied enemies of Landa. Rarn, which began the war, and

Fina as well have lost their Ubars and are adrift. Whether they continue in the war is not known, or for that matter, whether they are still functioning cities. There are reports of chaos and usurpation in both.

Turia, the instigator of so much turmoil, has profited from the suffering of its "allies."

And now, a new player, the Vosk League has become a house divided, with some favoring one side, some the other. Pirates, eyeing the rich trade of the Vosk, encourage disunion.

Can any profit come from this? An alliance of the cities seeking peace and prosperity, not war and destruction, can alone return Thassa to the state of mutual benefit we knew for so long.

#### - NEW BAKER IN LANDA

When You enter the Landa, you be hit with the warm scent of fresh bread baking in the over. The natural grains of the SaTarna are milled , baked and served with an affection that will make you fell as if you are...Home at last.

#### - CITY OF LANDA DANCE COMPETITION

Welcome all dancers of Gor! The City of Landa is hosting a dance competition on Sunday, January 22nd at 12:00 pm SLT. The first eight dancers to submit a completed application will be included in the dance day.

Come show off your dancing skills for the Masters and Mistresses and bring honor to your owners and city.

She was skillful and, I suspected, from the use of the hands and beads, had been trained in Landa, a merchant island north of Anango. Certain figures are formed with the hands and beads which have symbolic meaning, much of which was lost upon me, as I was not familiar with the conventions involved. Some, however, I had seen before, and had been explained to me. One was that of the free woman, another of the whip, another of the yielding, collared slave. Another was that of the thieving slave girl, and another of the girl summoned, terrified, before the master. Each of these, with the music and followed by its dance expression, was very well done. Women are beautiful and they make fantastic dancers. One of the figures done was that of a girl, a slave, who encounters one who is afflicted with plague. She, a slave, knows that if she should contract the disease she would, in all probability, be summarily slain. She dances her terror at this. This was followed by the figure of obedience, and that by the figure of joy.  
(Explorers of Gor, Page 133)

#### FOR SLAVE OWNERS

Please keep in mind that your slave is your property and if the slave is not registered and you don't have slave papers, anyone can come and might take that slave away from you.

Please have acquisition papers, or check at least if there has been a previous owner and your slave has been let go, then take your girl/boy to get a physical, that is important. The phys. needs to place a seal on the report. Come to the head scribe and get the slave papers made for your Property.  
Thank you.

Lady Dez  
Head Scribe of Landa

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#### - OOC ANNOUNCEMENTS OF THE ADMIN

#### TOURIST OFFICE OF LANDA STILL CLOSED

Goreans are suspicious of strangers. People looking for a new home should have a reasonable storyline and roleplay in the city first or walk around as an OOC observer.

"Pikes on the walls of Gorean cities are often surmounted with the remains of unwelcome guests. The Gorean is suspicious of the stranger, particularly in the vicinity of his native walls. Indeed, in Gorean the same word is used for both stranger and enemy."  
(Outlaw of Gor)

"Wanderers" and "travellers" of Gor are outlaws. Merchants wear a white and golden tunic in Gor.

#### GATE POLICY OF LANDA 8.0

- Slaves cannot open the outer gate alone (only OOC)
- Warriors, when they are in the city, must be alert and open the gates even if their pants are down. No ifs butts or maybe's about it.. If they don't want to be bothered with protecting the city, they need to go to Landa II. The reason for this is very important. FW and slaves can not be attacked with out Warriors around. but furring Warriors or Warriors who are busy in IMs are the same as no warriors around. It is dangerous to have a Warrior in the city who is not present.
- Free women are allowed to open the gate, when no Warriors are here. A FW is safe from attack with out Warriors around,
- Do not open the gate for strangers without asking for name and home stone and caste (keep the log that you will be able to tell the story in case of trouble)
- You may open the gate for people who want to look around, perhaps if they are considering to settle here, but goreans do not like strangers, you can give them a tour OOC too

- People without an Home Stone and without a caste are outlaws and not allowed to enter (except people who want to settle here, but make that clear OOC):

5.1 Any free found to have no caste shall be declared an outlaw. The law applies equally to men and women. Those unable to show evidence of their caste shall be arrested by Guardsmen and held subject to verification. Men found to be outlaws shall be executed. Women shall be enslaved and sold from the public block. Those calling themselves Pirates shall be considered no different than Outlaws. They shall be subject to the same penalties. (Caste Laws and public laws of Landa, chapter 4)

- Merchants are allowed to enter (caste colors: White and Gold)

- Laws of Landa:- Do not attack a slave or free woman if there are no warriors or guards unless the free woman or slave attacks you or uses threatening or disrespectful language to you.

-Strangers are not allowed to carry bows and crossbows inside the city walls

- Never mention the secret tunnels and entrances

#### GROUPS IN LANDA

Isle of Landa Land Group (to rezz, to set home, to open the gates, to pass phantom doors)

Isle of Landa Slave House (slave gossip OOC, for example to get a tag of the privately owned slaver houses)

Landa Blue Caste

Landa Green Caste

Landa Council

Landa Merchant Caste

Landa Moderators

Landa Scarlet Caste

Landa's Free Women Society (ask Dez)

Landa Pending Citizen

#### HEADS OF CASTES IN LANDA

White caste: Brother Dorian (Trevellion)

Blue caste: Dezire Sciarri, Head scribe

Red caste: Phenom (TheePhenom Resident), Commander

Green caste: Gin (GinGin Denja)

Black caste: Drusus (Khampoh Resident), Master Assassin

Merchant caste: NN

Sherman Easterwood, Praetor

Yuroki Uriza (administrator), Moderator

#### LANDA COLLAR LAW

Slaves - Collars

Female adult slaves must wear locked slave collars at all times in public. Removal of the collar by one other than the slave's owner or without the order of a Magistrate is a crime

punishable by fines and imprisonment.  
Sherman Easterwood  
Magistrate of Landa

#### HOUSES FOR RENT IN LANDA II (combat sim)

Houses for rent in Landa II are for Citizens who have been active in RP for at least 2 weeks and will continue to be actively contributing to the life in Landa.. The cost is \$3 L per prim, for example a house with 100 prims would be \$300 L per week. You will be charged according to how many prims you will need. No more then 150 prims for the smaller ones and the bigger houses 200 prims.

If you want to rent a house, please get in touch with Dezire Sciarri. IMs will reach her even when offline, or per e-mail [deziresciarri@live.com](mailto:deziresciarri@live.com)

#### GM WARE

If you need GM ware goods ask me, we have our own server in Landa. You can transport items between your Server and your meter HUD Note though that the Meter HUD can only carry 10 items at once.

Version 4.2 changes what items can be manufactured, so that now only Raw materials can be manufactured.

This is to prepare for the upcoming GM crafting which is one of the biggest project GM team has taken on.

With crafting then you will be able to craft other things from the raw materials, depending on avatar skill. (Yes for example blacksmith starts with little skill but can over time learn more skill and make more advanced things). This is a big project with hundreds of items, levels and skills. We felt it was important to get out new RP server in advance so that users can start manufacturing level 1 raw materials which will be useful as soon as GM Crafting hits the street.

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#### THE LANDA SOCIAL SCENE

##### - ENGAGEMENT ANNOUNCEMENT

Lady Dahiya, soon to be of the Physicans, and Awerdenty, of the Scribes and Historian of Landa, are pleased to announce their impending Free Companionship. Dahiya and Awerdenty met long ago in a land far away, and only recently have decided to become Companions. Details of their ceremony are pending and will be published as the become available.

##### - RUMOR CONTROL

It has come to by ears that some may erroneously think that Paetor is a prelude to becoming Ubar, if the city should go into war. In Landa, the Praetor is legal adviser and Magistrate. I would think the High Council would want and vote for someone with war experience to lead Landa, in times of war. Therefore, I would not even accept the Ubar position if the High Council was foolish enough to vote for me.

Sherman, Praetor of Landa

- MERCHANTS OF GOR TOURNAMENT IN LANDA

Fifth day of the Fifth Hand of the Ninth Month:

1st prize: Maxxie (Klaar), merchant of Landa

2nd prize: Electra (mcmasters) of Farnacium and Rarius Yuroki, admin of Landa

3rd prize: not given

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REGIONAL NEWS

- ANATHEMA

TO ALL Initiates,  
Guardians,  
Inquisitors,  
Temple Associates  
and concerned people!

Regarding the City of SAIS:

WHEREAS this city has been the site of a most heinous Desecration - to wit: The furring of a female slave on the very Holy Altar itself by a Saisan Citizen -- requiring the efforts of the Great Sardar Temple to re-sanctify the Temple and -

WHEREAS although the slave responsible was executed by her master immediately following the offence, the man responsible (one Mausolus Alonzo of Sais) is STILL AT LARGE, living in Sais and being sheltered BY them and -

WHEREAS our efforts to find this man Mausolus Alonzo and bring him to justice have been thwarted by Sais at every turn and -

WHEREAS more recently a family of Sacred White Larls were in the City of Sais, and were driven from the gates DESPITE the adult female larl wearing a clearly visible COLLAR indicating ownership by the Great Sardar Temple - A man of Sais, an official named Brogan Rhiadra, then did wantonly and willingly, with malice aforethought, set his hunting sleen, Didi, upon the larls and -

WHEREAS the adult female larl, mother of the two cubs, has vanished, and has apparently perished of her wounds, or abandoned her cubs, causing grievous loss to the Great Sardar Temple of its Guardian Sacred White Larl and -

WHEREAS the male cub has also vanished, presumed to have died of the wounds inflicted by Didi the sleen, owned by the Saisan citizen Brogan Rhiadra, further inflicting material harm to the Great Sardar Temple and -

WHEREAS the female cub, named Bailey, has been wounded physically AND deprived of both mother and sibling, possibly causing her to become unfit for her future role as Sacred Guardian of the Great Sardar Temple and -

Whereas attempts by Initiates, acting in official capacity as representatives of the Great Sardar Temple, to ascertain the culpability of parties within Sais regarding the attack and presumed deaths of two of the three Sacred White Larls, have been met with complete lack of respect for the White Caste, highest Caste of all Gor and -

WHEREAS one member of Saisan society their Head Scribe, Nicholas Eel of the House of Eel, did expound, in the very Presence of the Initiates and within hearing of many citizens did proclaim and expound HERESY against the Priest Kings in a bold and unrepentant manner so as to weaken the faith of those there present and -

WHEREAS Sais now shelters not only the desecrater of their Temple, Mausolus Alonzo, but also the Heretic, Nicholas Eel, and Brogan Rhiadra, the owner of the sleen, Didi, which was responsible for the injury to the larl cubs, and has stated that it has no intention of aiding the Initiates in their pursuit of the truth of the matter and justice for the Priest Kings and the Sacred White Larls of the Sardars and -

WHEREAS A slavegirl one "sahara" who provided material aid to the cubs in question and has knowledge of the events and truth of the matter, being an eye-witness to the attacks, is prevented by her owner, one Play Torii of Sais, from testifying concerning this crime, again materially thwarting the Great Sardar Temple -

BE IT THEREFORE RESOLVED that SAIS, now lacking a proper Temple, and lacking also an Initiate to administer unto them, and willfully and negligently FAILING to remedy such loss BE PLACED ANATHEMA AND OUTLAW BY THE WHITE CASTE OF INITIATES!!

BE IT ALSO RESOLVED that apart and divorced from civil justice, whereunto the White Caste of Initiates has no responsibility, nor let, nor hindrance, being thereunto SUPERIOR BY AUTHORITY OF THE MOST HOLY PRIEST KINGS!, LET THE WORD GO FORTH, that - upon pain of loss of his Immortality, and violation of his sacred Vows - NO INITIATE, nor his helper, agent, associate or slave shall render aid, comfort, spiritual guidance or any communication unto Sais, her citizens, slaves, visitors or sympathizers residing within the city's compass!!

BE IT ALSO RESOLVED that ANY man, woman, Free or slave, that harms Sais or her citizens or permits harm unto that condemned, stricken and abandoned city SHALL BE ADJUDGED AND HELD INNOCENT by Ecclesiastical Court or Temple Jurisdiction and that all CIVIL courts shall be hereafter WARNED that the Priest Kings have turned Their favor AWAY from Sais!

The CITY OF SAIS LIES BENEATH THE JUDGEMENT OF THE PRIEST KINGS!  
MAY THE IMMORTALS HAVE MERCY UPON ALL PENITENTS!

SEALED This Date

4th Ahn, 21st Ehn 3rd Day of 5th Hand of 9th Month year 10160 C.A.

The Blessed Taltos Luxor  
One of Three By Rank Among The White



his seal

Dorian Serenus  
Preceptor, O.P.O.  
Great Sardar Temple  
High Initiate of Landa

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## CASTE REPORTS LANDA

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### WHITE CASTE

#### - TRAVELOGUE THE GREAT SARDAR TEMPLE

by Brother Dorian, High Initiate of Landa

Refurbished at last after the neglect caused by the death of one of the heads of the White Caste, Gor-Wide, the Great Sardar Temple shines once again as a beacon to faithful Initiates.

Coming up the snowy pass from the foothills, one climbs up toward the Great Temple. The starting point for the Temple Precincts is at the lower end of the Sardar Pass.

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### BLUE CASTE

The Blue Caste is available to the citizens of Landa, to help them in many ways.

We have already produced employment contracts and are working with the High Physician to ensure that all slave papers are in order. A Blue is serving as the Magistrate, he is available to help you address any legal problems that may arise. We produce FC Contracts and you can have your FC Ceremony performed by either of us.

These are just a few services available from the Blue Caste. As Head Scribe, I am available to help all citizens with matters relating to the Blue Caste.

Prices for our services are negotiable.

((Remember to protect your property, get your slave papers here, ask me for a discount))

~Lady Dez  
Head Scribe for the City of Landa

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### RED CASTE

#### - TURMUS ATTACKED LANDA

Turmus attacked Landa with a count of six. Defenders included our Administrator, Mick and myself. Although outnumbered, we managed to push them back taking down three of the attackers. No captives were caught and the reason of the attack is still unclear. Landa suffered no casualties or losses from the attack. Let it be known, it was a successful defense. A special thanks to Mick, as he honored his Homestone proudly in the attack.

- LANDA ATTACKED PORT OF MEQARA POINT

- TRAINING

I can be found at the arena for training. This is an open invitation to all men of Landa. I expect the Scarlet of Landa to make this a priority. Arrange a good time for you. Seek me out.

~Commander Phenom

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GREEN CASTE

- A NEW PHYSICIAN IN LANDA!

Lady GinGin Denza, Chief Physician in Landa, has announced an addition to her staff. Lady Dahiyah, newly come to Landa, will apprentice under her supervision. Lady Dahiyah has knowledge of the healing arts and herbs and will add to the capabilities of the Landa Green Caste.

Lady Gin has asked all in the city to welcome Lady Dahiyah and assist her in any way possible.

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MERCHANT CASTE

- SLAVERHOUSES

HOUSE OF YUROKI (HoY) GOREAN SLAVERHOUSE

The House of Yuroki is a privately owned and run Slaver House. The owner is Rarius Yuroki (Yuroki Uriza). That means that it functions separately from any city council and administration. However, our purpose overall is to provide slaves to the cities for use in whatever means are necessary, and to eventually sell those slaves to citizens or if a long period of time goes by without interest and the slave is underused, to the highest gorean bidder at an invitational auction open to goreans from across Gor.

"Whereas members of the caste of slavers are slavers, not all slavers are members of the caste of slavers."

(Magicians of Gor pg 315)

#### - HOY BANK OF LANDA

Most cities have a Street of Coins, an area where banking is done. "Sometimes, of course, certain areas specialize in, or are known for, given types of services or products. Each city usually has, for example, its "Street of Coins." On such a street, or in such an area, its banking will largely be done. Similarly most cities will have their "Street of Brands," on which street, or in which area, one would expect to find the houses of its slavers. (Fighting Slave of Gor)

Landa has its own bank and coins. The bank is privately owned, but the company got a banking license from the city of Landa, the mint too.

#### HOY FOREIGN CURRENCY EXCHANGE RATES 11/28/2011

The HoY Bank accepts and converts  
(NON COPYABLE PRIM COINS ONLY)

#### HOY BANK BRANCHES

Coins of landa (made by the mint of Landa, branch of the HoY bank, named: landa Tarsk 2.0)

Coins of Tentium/Tyros (made by the mint of Landa, branch of the HoY bank) 1:1  
Tyros charges 10% conversion of coins from allied cities (those Tentium have trade agreements with) and 20% for all others -

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#### CITIES WHICH USE COINS MADE BY THE MINT OF LANDA

Coins of Tafa Trading Post (made by the mint of Landa) 1:2  
Coins of Meqara Port (made by the mint of Landa) 1:2  
Coins of Piedmont (made by the mint of Landa) 1:1  
Coins of Oasis of Klima (made by the mint of Landa) 1:1

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#### CITIES WHICH USE THEIR OWN COINS BUT CONVERT COINS OF IANDA

Coins of Treve (Tarn system, made by Koh Gausman) 1 landa Tarsk = 1 Treve tarn  
Coins of Rose Isles 1:1 (contract)  
Coins of Port Kar 1:1 (contract)  
Coins of Sais 1:1 (contract)  
City of Tule 1:1 (contract)

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#### CITIES WHICH DO NOT ACCEPT IANDA COINS

Coins of Ka'Zahr (made by Maria Tisane or Xander Tzal) 1:2  
Rarn - City of Copper (made by Kitten Muhindra) 1:2

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#### ANCIENT COINS

Coins of Nyuki (Xavian Stratten) 1:3

Coins of Ostia (made by the mint of Landa) 1:3  
Coins of former Port Cos (made by the mint of Landa) 1:3  
Coins of former Vonda (made by Jarvis Quan) 1 landa Tarsk = 5 Vonda Tarsks  
Coins of new Vonda (made by Venus Flytrap) 1:3  
Coins of former Port of Victoria (made by Deb alcott) 1 landa Tarsk = 5 Victoria Tarsks  
Coins of Imperial Ar (made by Asea Andel) 1 landa Tarsk = 1 Imperial Ar Tarsk  
Coins of Tyros (old version, made by the mint of Landa) 1:1 (only silver and gold)  
Coins of Besnitt (made by Yuroki Uriza) 1: 3  
Coins of Keibel Hill 1:3

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#### NOT LONGER VALID

Coins of Thentis  
Old Landa coins (named: Landa Tarsk or Landa-x-new-xxx )  
Old copper tarsks of Tyros

Fluctuations in exchange rates are possible.

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#### ADVERTISEMENTS AND JOB OFFERS

##### - HOY BANK OF LANDA

- We need merchants who would be able to establish trading connections with cities which use similar coin systems. Two copper coins paid monthly. To make your own coins and income would be possible.

##### - JOB OFFER: HEAD MERCHANT OF HOY

The House of Yuroki Bank is a privately owned company in Landa (BTB), licensed by the city, with a branch in Tentium (Tyros). It employs its own bankers, merchants and guards, all of the highest quality.

Specializing in coin production, it is pleased to offer this service to any cities wishing to issue their own coinage. For this it could mint their coins in landa.

It is also interested in opening branches in other cities, working under license from them. It would wish to acquire premises in them to operate from, and would prefer to employ native citizens in the first instance as their staff.

The HOY needs an experienced Head merchant (men only) who is able to act and to travel independent.

##### Duties:

- to supervise the branches of the Hoy Bank and to guarantee the high level of service (convert coins, give credits, interests)
- fix currency exchange rates and keep the HoY merchants informed
- to deliver coins (we use prim coins ONLY) to coin merchants who got coins from the mint of Landa already

- make and renew contracts with the merchant caste of cities which accept and convert our coins already
- open new branches of the HoY Bank and enable our (prim) coin system (the mint of Landa will make their coins)
- you MUST wear the colors of the merchant caste

Hoy Owner: Rarius Yuroki, Admin of Landa

## - CITY OF LANDA

The city of Landa is recruiting all castes. Lower castes are welcome too!

We are looking for:

Fishermen

Goat Keepers

Drovers

Perfumers

Artisans (sub castes: Painter, Pot Makers, Saddle Makers, Metal Workers, Blacksmiths, Leather Makers, Poets)

Cloth workers (sub castes: Rug Makers, Weavers, Carders, Dryers)

Woodsmen (sub castes: Wood Carriers, Charcoal Makers, Carvers)

Entertainers (sub castes: Singers, Musicians)

Cryptographers

Mind Healers (to send them to the Gor Hub to heal)

“He was Iskander, said once to have been of Turia, the master of many medicines and one reputed to be knowledgeable in certain intricacies of the mind.” (Slave Girl of Gor)

## OOO ROLEPLAY

### - TEMPLE OF SUN PROPOSAL

From Book 1, Tarnsman of Gor, we learn that:

- There exists a religion which worships the Sun, or Lar Torvis, as it is known on Gor, from ancient times. It is a tiny minority faith.
- That followers of the Earth philosopher and teacher Pythagoras, known as Pythagoreans believed in, or knew the existence of a "counter Earth, in opposite rotation around the Sun, but in the same orbit as earth.  
Pythagoras' followers --> Pythagoreans --> PythaGOREANS --> Goreans, so Sun is central in many ancient beliefs both on Earth and Gor.

From Book 13, "Explorer of Gor" we learn that:

- there is an ancient city and adjacent ruins, now partially submerged under lake Shaba. That City most likely predates Ar and with that also religion of PK Worship.

Also we know that:

- Tahari tribes don't honor the beliefs of the Initiates.
- Nomads of Plains pray only to the Sky, not to Priest kings.
- Red tribes of east believe in Spirits, not the Proest Kings.
- Torvaldslanders honor Odin and Tor and slay White Caste when they can.

Also we can understand that:

- There are some people on Gor who have more knowledge about origins and situations on Gor than would be usual for "Second Knowledge" of High Casts. Such people include:

- 1) High positioned agents of the Priest Kings.
- 2) Agents of the Kurii, especially agents of the Steel Worlds (Like the slaver from Kos island, depicted in Book 28, "Kur of Gor", who by his own skill handles a Flying Saucer, traveling from Steel Worlds to Earth and Gor and back. We can assume he and his men have a great deal of knowledge about all things and cannot be fooled in any manner by the usual Gorean prejudice)
- 3) Survivors of Nest Wars, depicted in Book 3, Priest Kings of Gor, among them also there is Vika of Treve!
- 4) Rich Merchants who deal with unusual things and technology, like merchants from Ar who deal with modern weaponry brought from Earth or like the Turian Head Merchant who dealt with the Kurii
- 5) High Builders and Initiates who have grasped these truths by virtue of mind and science, personal logic and deductive reasoning.

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Let us then, keeping in our minds these book facts, imagine that such a religion of Sun worship could have a military wing, which can be only logical within a violent society as exists on Gor. Such a military wing would become our Templars of The Sun God. They are dedicated to explore and promote truth - that our world, Gor, is kept alive by the great Central Fire, Sun, Lar-Torvis, and not by the Priest Kings. So they would be violently opposed to the Initiates of the White Caste. That can be called "Third Knowledge".

Who would be their supporters? These people who know the facts and fight for independence and survival of Gor, they would become possibly a "third faction" in Kur/PK war.

- Nest War survivors, who had by means of Vika and her family reached Treve, and support the Templars with information and incredible riches from Sardar Nest
- Rich Merchants, who think of themselves as the Highest Cast (Book 4), and strive to create a social order more suited to that than the rigid societal norm forced by Initiates' decree
- High Physicians and Green Caste officers, who despise Initiates and know the facts by virtue of Science

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What does that mean for RP?

- there would be a secret society in Treve and other cities who support the Templars and strive to overthrow Initiates, Gor-wide (we need some players to IC play that in Treve and possibly other cities)

- there are benefactors for the cause of the Templars of the Sun between Merchants (I can play that as one of heads of Black Star Traders, gorwide merchant network/company)
- IC RP goals of the Templars of the Sun include propagating beliefs (making converts), destroying Initiates and Kur agents both, becoming powerful in the process and saving Gor from demise on hands of both disinterested PK-s and evil Kurii
- existing Kur agents in Gor can try to manipulate Templars and otherwise, Templars can try to infiltrate and manipulate them
- beside Military operations, faith is spread through Merchant networks

If interested, contact Zardoz Greycloak or Ann Cygnet

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## KNOWLEDGE

### - THE VOSK LEAGUE

"I knew something of the Vosk League. Its headquarters was in the town of Victoria, on the northern bank of the Vosk, between Fina and Tafa."

"Renegades of Gor" Page 346

"On river barges, for hundreds of pasangs, I had made my way down the Vosk, but where the mighty Vosk began to break apart and spread into its hundreds of shallow, constantly shifting channels, becoming lost in the vast tidal marshes of its delta, moving toward gleaming Thassa, the Sea, I had abandoned the barges, purchasing from renece growers on the eastern periphery of the delta supplies and the small rush craft which I now propelled through the rushes and sedge, the wild renece plants."

"Raiders of Gor" Page 5

"I had gone from Lara to White Water, using the barge canal, to circumvent the rapids, and from thence to Tancred's Landing. I had later voyaged down river to Iskander, Forestport, and Ar's Station. (...)

West of Ar's Station on the river I had visited Jort's Ferry, Point Alfred, Jasmine, Siba, Sais, and Sulport. I had stopped also at Hammerfest and Ragnar's Hamlet, the latter actually, now, a good-sized town. Its growth might be contrasted with that of Tetrapoli, much further west on the river."

"Rogue of Gor" page 62/3

An alliance of 19 towns (Fina, Forest Port, Hammerfest, Iskander, Jasmine, Jort's Ferry, Point Alfred, Port Cos, Ragnar's Hamlet, Sais, Siba, Sulport, Tafa, Tancred's Landing, Tetrapoli, Turmus, Ven, Victoria, White Water) formed to keep the Vosk River clear of pirates and to promote trade

"Guardman of Gor" page 235

### Fina

"I knew something of the Vosk League. Its headquarters was in the town of Victoria, on the northern bank of the Vosk, between Fina and Tafa."

"Renegades of Gor" page 346

### Forest Port

"I had gone from Lara to White Water, using the barge canal, to circumvent the rapids, and

from thence to Tancred's Landing. I had later voyaged down river to Iskander, Forestport, and Ar's Station."

"Rogue of Gor" page 63

Hammerfest

"I had stopped also at Hammerfest and Ragnar's Hamlet, the latter actually, now, a good-sized town. Its growth might be contrasted with that of Tetrapoli, much further west on the river."

"Rogue of Gor" page 62/3

Iskander

"I had gone from Lara to White Water, using the barge canal, to circumvent the rapids, and from thence to Tancred's Landing. I had later voyaged down river to Iskander, Forestport, and Ar's Station."

"Rogue of Gor" page 62

Jasmine

"West of Ar's Station on the river I had visited Jort's Ferry, Point Alfred, Jasmine, Siba, Sais, and Sulport. I had stopped also at Hammerfest and Ragnar's Hamlet, the latter actually, now, a good-sized town. Its growth might be contrasted with that of Tetrapoli, much further west on the river."

"Rogue of Gor" page 62/3

Port Cos

"The next towns west on the river were Victoria and Tafa. West of Tafa was Port Cos, which had been founded by settlers from Cos over a century ago."

"Rogue of Gor" page 65

Ragnar's Hamlet

"West of Ar's Station on the river I had visited Jort's Ferry, Point Alfred, Jasmine, Siba, Sais, and Sulport."

"Rogue of Gor" page 63

"Ragnar's Hamlet began as a small village and, from this central nucleus, expanded."

"Rogue of Gor" page 61/2

Sais

"West of Ar's Station on the river I had visited Jort's Ferry, Point Alfred, Jasmine, Siba, Sais, and Sulport."

"Rogue of Gor" page 63

Siba

"West of Ar's Station on the river I had visited Jort's Ferry, Point Alfred, Jasmine, Siba, Sais, and Sulport."

"Rogue of Gor" page 63

Sulport

"West of Ar's Station on the river I had visited Jort's Ferry, Point Alfred, Jasmine, Siba, Sais, and Sulport."

"Rogue of Gor" page 63

Tafa



"The next towns west on the river were Victoria and Tafa. West of Tafa was Port Cos, which had been founded by settlers from Cos over a century ago."

"Rogue of Gor" page 65

Tancred's Landing

Tetrapolis

"Tetrapoli, on the other hand, began as four separate towns, Ri, Teibar, Heiban and Azdal, as legend has it founded by four brothers. These towns grew together along the river and were eventually consolidated as a polity. The four districts of the city, as might be supposed, retain the names of the original towns. The expression 'Tetrapoli' in Gorean, incidentally, means 'Four Cities' or 'Four Towns.'"

"Rogue of Gor" page 63

Turmus

"The major towns west of Por Cos, discounting minor towns were Tetrapoli, Ven and Turmus. Ven at the junction of the Ta-Thassa Cartius and the Vosk, and Turmus, at the eastern end of the Vosk's great delta, the last town on the river itself."

"Rogue of Gor" page 65

(...) last major port on the Vosk before the marshes"

"Explorers of Gor" pg 16

Ven

"The major towns west of Por Cos, discounting minor towns were Tetrapoli, Ven and Turmus. Ven at the junction of the Ta-Thassa Cartius and the Vosk, and Turmus, at the eastern end of the Vosk's great delta, the last town on the river itself."

"Rogue of Gor" page 65

"What lies west on the Vosk," asked Aemilianus.

"On the southern bank, Ven," said Marcus. Turmus, which is the last major town west on the Vosk, is on the northern bank.

"And what beyond Ven?" asked Aemilianus.

"The Delta".

"Renegades of Gor" page 424

"He had won her in Girl Catch, in a contest to decide a trade dispute between two small cities, Ven and Rarn, the former a river port on the Vosk, the second noted for its copper mining, lying southeast of Tharna."

"Beasts of Gor" Page 41

Victoria

"I knew something of the Vosk League. Its headquarters was in the town of Victoria, on the northern bank of the Vosk, between Fina and Tafa."

"Renegades of Gor" page 346

White Water

"I had gone from Lara to White Water using the barge canal, to circumvent the rapids, and from thence to Tancred's Landing."

"Rogue of Gor" page 62/3

## - FEMALE WARRIORS ON GOR

### JOHN NORMAN ABOUT FEMALE WARRIORS

In a letter received at WorldofGor.com back in October 2001 John Norman addressed the issue of 'female fighters' These words are quoted: "There are no 'female warriors' on Gor. Gor is on the whole an honest, male-dominated realistic world. Indeed, this honesty is one of the things that commends it to romantic, heterosexual women. There are panther girls and talunas on Gor. They are unhappy, frustrated, disturbed women, half alienated from their sex. They tend to run in dangerous feline packs. Once captured and subdued it is said they make excellent slaves. 'Bring me into the collar if you can!' Amazon women/Mrs. Conan the Barbarian does not belong in the Gorean world. Let her pump her iron elsewhere. In the Gorean world, such a character would seem out of place, and silly."

### FEMALE MERC

I turned my attention to the auburn-haired girl. "Are you well paid?" I asked. "Yes," she said. "Do you understand the nature of the cause in which you work?" I asked. "Of course," she said. "I labor in the cause of Sidney Anderson." "You are a true mercenary," I smiled. "Yes," she said, proudly, "I am a mercenary." She looked at me. "Do you think a woman cannot be a mercenary?" "No," I said, "I see no reason why a woman cannot be a mercenary." (Beasts of Gor pages 145-46)

"I saw Tarna, the leader of the raiders, standing in her stirrups, scimitar high, urging her men forward, then joining in the pursuit." (Tribesmen of Gor, page 193)

### FEMALE OUTLAWS ARE PANTHERS OR TALUNAS

We were a mere ten pasangs from the exchange point where we had, the preceding day, obtained two panther girls. Male and female outlaws do not much bother one another at the exchange points. They keep their own markets. I cannot recall a case of females being enslaved at an exchange point, as they bargained with their wares, nor of males being enslaved at their exchange points, when displaying and merchandising their captures. If the exchange points became unsafe for either male or female outlaws, because of the others, the system of exchange points would be largely valueless. The permanency of the point, and its security, seems essential to the trade. (Hunters of Gor page 27)

### WHY ARE SO FEW OUTLAWS IN GOR?

Caste is important to the Gorean in ways that are difficult to make clear to one whose social structures do not include the relationships of caste. In almost every city, for example, one knows that there will be caste brothers on whom one may depend. Charity, too, for example, is almost always associated with caste rights on Gor. One of the reasons there are so few outlaws on Gor is doubtless that the outlaw, in adopting his way of life, surrenders caste rights....

(Fighting slave of Gor, 16:210)

## WHY FEMALE WARRIORS DO NOT EXIST ON GOR

"Men are the warriors and women, she knew in her heart, were among the fitting spoils of their victories." (Blood Brothers of Gor, p.213)

There is an ongoing debate over whether Gorean free women may be warriors or not. Obviously if you do not choose to role-play closely to the Gorean novels, you may add anything to your role-play that you choose. You may have dozens of female warriors or even lands of Amazons. But, if you are concerned about remaining faithful to the books, then the question has much more relevance. Norman did not explicitly lay out guidelines for the place of female warriors on Gor but he did provide ample evidence to show his opinions on the matter. Thus, as for all other Gorean matters, you must consult the novels for an informed answer.

The first step in the analysis must involve defining our terms. There are three basic terms to understand: Warrior, Rarius and Warrior Caste. Our greatest concern is with the last term as that is the crux of the controversy.

A warrior is simply one who battles, armed or unarmed, in combat. That is a very broad term and can encompass males and females. Any one can pick up a weapon and fight in a war. Thus, any woman could fit this definition. But, the answer is far from that simple. When we refer to female warriors on Gor, we are not just considering this definition. We are referring to the deeper issue of the proper place of female Warriors on Gor.

Rarius is a Gorean term that refers to warriors in general. Rarii is the plural form. It applies to any warrior from any culture and not just a member of the Warrior Caste. For example, a male Tuchuk or Red Savage may be referred to as a Rarius. By examining the word, we can also see that it ends in a common masculine suffix, like the word "kajirus." This gives us our first evidence that warriors on Gor are meant to be male. Though, the books never specifically state that "rarius" only applies to men, there is no example where it is ever used for a woman. And if it also applied to women, there would be a term with a feminine suffix such as "raria" that existed. No such term exists in the novels.

In the civilized cities, there also exists a Caste of Warriors, the Red Caste. This Caste is one of the five High Castes on Gor. Men and women may belong to this Caste. The greatest confusion and questions deal with the role of women who belong to the Red Caste. What is their proper role in the Red Caste? May women of the Red Caste train, use weapons and act as a Warrior? May such women defend their cities in time of war? What are the duties and responsibilities of such women in their Caste?

To discern the answers to these questions we must consider a two-pronged inquiry. First, we must decide if women are capable of using a warrior's weapons. Are they physically able to wield a sword or spear? Second, if we answer positively to the first question, then we must decide if the Warrior Caste and Gorean society would permit women to wield weapons. In such a male dominated society, would women be permitted to act as a Warrior? It is legal for them to possess and use weapons?

In answering this first prong, we must understand that we are discussing Gorean

women and not Earth women. Do not judge Gor by the examples of female athletes on Earth. Such women do not exist on Gor. Gorean culture is vastly different and has led to a different development for women. Even those Earth women brought to Gor are not Olympic athletes, bodybuilders or such. They are usually academics or business women. On Gor, women lack the strength to use some weapons of the Warriors. "The strength of a full-grown woman is equivalent to a twelve-year old boy." (Tribesman of Gor, p.223) Women do not possess the strength to wield longbows or Alar axes. There is a Peasant saying that "he who can bend the longbow cannot be slave." As all women are unable to bend it, they may become slaves.

The books give examples showing the inferiority of the strength of women. Even the strongest of Gorean women is seen to be the inferior of the average Gorean man. In Tribesman of Gor, there is a masculine female slave who terrorized the rest of the kajirae. Yet, she was beaten by an ordinary male slave, not even a fighting slave. Mercenaries of Gor explains about a strong woman who no other woman could take a piece of bread from. It was stated that any man could have easily taken the bread from her. "She was a large girl, and formidable to us,?, but, compared to the men, she was only another female, no different from us. Compared to them, her size and strength, really only that of a woman, was, like ours, when all was said and done, simply negligible. Compared to them she was, like us simply small and weak. Before them, and to them, she could never be any more than we, only another female, small, lovely and helpless, a mere female, totally at their mercy." (Dancer of Gor, p.107) These statements apply to all men and not just warriors. The average Gorean man, of any caste, is stronger than any Gorean woman. "It is nothing for a man to overpower a female." (Tribesman of Gor, p.143).

Many free women carry daggers or poisoned needles, small weapons, which are manageable by them. They rarely carry any larger weapons. But, a woman must rely upon surprise to be effective with these small weapons. Otherwise, she is still defenseless with such weapons as any Warrior or trained Slaver would be able to easily disarm her. It is even seen by some Warriors as a pretension for a woman to carry such a weapon. Some warriors get very offended if a woman dares to raise any weapon against them. Some freewomen in Ar once wielded axes and clubs to attack a paga tavern. They were quickly disarmed by a group of men.

There are some examples of women in the novels who act as warriors, wielding weapons, but who do not belong to the Red Caste. Panther girls and talunas are the two main examples of this and these examples point out some interesting points concerning our questions.

Taluna is not a synonym for panther girl. They are two distinct peoples though they share some similarities. A panther girl is a woman who lives in the northern forests of Gor. They are escaped slaves and free women who live by hunting and trading. They hate men and enslave those they capture. They hunt the panthers that roam the forests. They wield spears, bows and knives and can actually be excellent archers. Yet, panther girls do not wield swords. Talunas are white girls who live in the jungles near Schendi. Taluna is an inland dialect word for these girls. It is not a Gorean word. They too use spears, bows and knives but do not wield swords.

Panther girls and talunas do not visit the cities of Gor. They primarily remain in their forests or jungles. If they entered a city, they would most likely be enslaved very quickly. This is because both groups are considered outlaws and outlaws are forbidden entrance to almost all cities. Impalement is a common punishment for outlaws though female outlaws

are more often subject to enslavement. Panther girls might possibly be seen at the Sardar fairs where a truce exists and they can safely walk around. It would be a lengthy trek for talunas to attend the Sardar fairs so it is extremely unlikely they would ever attend one.

The Panther Girls of the northern forests and the talunas of the rainforest are female warriors who live in isolated areas of Gor. Yet, none of these women wield swords. They primarily use spears and bows. They have apparently learned these skills on their own and were never trained by men to use such weapons. Unfortunately, the books do not say anything about the training of such women. In other isolated and barbaric areas, the women do not engage in combat. The women of the Wagon Peoples, the Red Savages, Torvaldslanders and the Red Hunters do not engage in combat or hunting. So why did the Panther Girls and Talunas develop such skills?

First, these societies are female only groups. The only males that exist within these communities are slaves. Thus, the women must generally rely on themselves to hunt, fish and defend their bands. Second, these women live in wilderness areas, facing natural dangers on their own. It is essential that they possess certain skills to survive in such perilous areas. Third, these women are generally anti-men and feel they must prove themselves the equals or betters of men. They wish to be self-reliant and prove they have no need for men except as a slave. Despite all this, such women are said to make excellent slaves if they can be captured.

In the civilized cities, there are two examples in the books of free women using bows, a short bow and a crossbow, to hunt. These appear to be women of means who enjoy hunting as a sport. One woman hunts tabuk while the other hunts a male slave. Both rode tharlarions and one even wore hunting leathers. Though both do end up as slaves, their use of the bow is not questioned. Thus it appears that some women did hunt with bows though it is obviously a dangerous pastime. But again, neither of these two women used swords. They also only hunted and did not engage in actual combat.

There is a single example of a woman wielding a sword, with any type of skill, in the novels. There are other examples of women using a sword but they are generally where a woman picks up a sword on the spur of the moment to aid someone in distress. In *Tarnsman of Gor*, Talena picks up a sword and cuts off a man's hand to protect Tarl Cabot. Though she was a member of the Warrior's Caste, she had no training in using a sword. In *Raiders of Gor*, a woman uses a sword during an attack on Port Kar though she has no training in the weapon. Any damage these women did was basically a lucky strike.

Our only skilled combatant was Tarna, a bandit chieftain of a Tahari band, depicted in *Tribesmen of Gor*. Tarna wielded a scimitar, the curved sword of the Tahari. She was not a member of the Red Caste or actually any Caste. During a bandit raid on a well in the Tahari, the men note that the strangest thing about the raid was that it was led by a woman, Tarna. Tarna had not attained her position as bandit leader due to her combat skills. She was a tool of the Salt Ubar, himself an ally of the Kurii, and it was he who placed her at the head of her band. The men that followed her had little if any honor. They destroyed wells, a most grievous crime in the Tahari. No honorable bandit would ever have done so. Tarna's men follow her because of the Salt Ubar and not her own prowess. The Salt Ubar himself had little respect for her abilities and eventually relieved of her command. The plan had always been to use her and then enslave her once her usefulness was over.

Tarna claimed to be more skilled with her blade than any man but this was only empty boasting. No one else ever supported her allegation. When she first met Tarl Cabot, she begged to be his slave. Near the end of the novel, Tarna and Tarl fought a duel. Tarl claimed that she was not unskillful but that she was not a match for a Warrior and that there were many men who could have finished her easily and swiftly. It must be noted that he does not compare her to any other female warrior. He compares her only to male warriors. If other female warriors had existed, he would likely have rated her according to them and not men. Tarl toyed with her during the duel, trying not to tire her arm by defending with his full strength. He easily defeated Tarna.

The example of Tarna was given as an oddity. Tarna was not a member of the Red Caste and clearly was not a match for a male Warrior. She was nothing but a pawn in the game of the Kurii. In the cities, if she had a scimitar, it is likely that she would have been quickly enslaved. Tarna does not prove that women can wield swords effectively. It only shows that anyone can pick up a sword and try to fight. But, they would never be a challenge for a Warrior and they would not be accepted by men. "The insignia of men, become empty mockeries when permitted to women." (Mercenaries of Gor, p.56)

Thus, we do have an answer for our first prong of the inquiry. Women, due to their lesser strength, have trouble using some of the weapons of the Warriors, especially the sword. Some are capable of using such weapons as the bow and spear. In general, those weapons are often used for hunting. But, these women would not be a match for a male Warrior. In a sword fight, they could not compete on equal grounds. Overall though, it is technically possible that women could use some weapons of the Warriors. As we have answered positively to our first inquiry, we then must consider the second prong of our inquiry, would Gorean society allow female Warriors.

Free women belong to almost all of the Castes on Gor except the Initiates, Players and Assassins. Free women may be either born into their caste, change to the caste of their Free Companion or be promoted into it due to their skill. When a woman joins with a Free Companion, she has the option to accept the caste of her mate. But, if she chooses to keep her caste, her children will still take on the caste of their father. A show of ability can also raise her caste. To change caste by skill, the High Council of the city must approve it, based on your qualifications for the new caste and the willingness of the new caste to accept you. Women are promoted by the same criteria as men though it varies from city to city. There are examples in the books of women attaining the Red Caste by birth and Free Companionship, but never by skill.

In actuality, women often do not perform the work of their Caste. Women of the Metal Workers do not commonly work at a forge and women of the Builder's do not supervise the construction of fortifications. In general, women do not perform Caste activities that require a degree of strength. But, women do commonly work as Scribes and Merchants. There are even female slavers. Another notable exception is that of the Physician's Caste. But, there is never a mention of any women practicing or learning the skills of the Warrior Caste.

The Physician's Caste commonly restricts women in one way in the performance of their Caste duties. In many cities, the Caste will not permit a woman to practice medicine until she has first born two children. In many cities, at age fifteen, a woman of the Physician's Caste dons two bracelets. One is removed for each child born, and when both are removed, she is allowed to fully practice medicine. The reason behind this is that it is understood that professional women tend not to reproduce themselves. This would serve

over time to diminish the quality of the caste. Thus, the rule helps to preserve the future of the caste.

The future of a caste is vitally important to Goreans. The welfare of the caste takes priority over the ambitions of specific individuals. The welfare of a larger number of individuals is more important than the welfare of a smaller number of individuals. Caste is crucially important to Goreans in ways that those of Earth cannot easily comprehend. The importance of the caste to Goreans cannot be underestimated. Thus, the logic behind this restriction on women in the Physician's Caste would very likely also apply to the Warrior Caste.

Why would the Warrior Caste allow women to risk their lives in combat? First, such women would be less likely to bear children as a pregnancy would inhibit their combat availability. Second, women dying in combat would also lead to fewer births. In addition, dead women could not raise their existing children. Goreans would not want their children to grow up without mothers. Women do most of the raising of children during their formative years. This would serve to diminish the quality of the caste over time. With the welfare of the caste at stake, Warriors would not permit women to engage in combat. In addition, women would not want to endanger the welfare of the caste so they would accept their role in the Caste as noncombatants. This reasoning is never specifically applied to the Warrior Caste but the logic is quite clear and should hold even stronger for the Red Caste than for the Physician's Caste. This may be the strongest single argument against female Warriors.

There is no instance in any of the Gorean novels where a woman was trained by the Warrior's Caste to fight in battle or to wield weapons. There are examples of woman who acted as warriors but they did not belong to the Red Caste. Though there is no explicit prohibition in the novels that would prevent women from being such trained, it has yet to happen in the books. Dragons are not specifically excluded from being on Gor anywhere in the books. But, that does not mean that they could exist either. Based on the supporting evidence and arguments in the novels, women would never be trained as Red Caste warriors.

The novels list many aspects of the Warrior's Code that binds the Red Caste. The Code sayings are often gender specific, applying only to men. That fits into the entire Gorean view of a male dominated world. Why would such men allow women to be trained as Warriors? "All women need the protection of men, though sometimes this protection is so profound and so familiar as to escape notice. But let the barriers of civilization lapse, even for a day, and their need for men would become unmistakably apparent." (Vagabonds of Gor, p.206)

In *Outlaw of Gor*, the city of Tharna is described, a city that was once dominated by women. It was ruled by a Tatrix and women were in most positions of power. But, no woman was ever said to be a Warrior, guard or any similar position. Only men wielded the weapons in this city. In Corcyrus when it too was ruled by a Tatrix, there were no female warriors ever noted. If even in female dominated cities only males acted as Warriors, why would any woman in any other city ever be trained as a Warrior?

Some people feel that Red Caste women will battle if their city is attacked. The novels detail a number of attacks made against various Gorean cities. In none of these examples are there any female Warriors fighting to defend their city. Women only defend themselves from raiders seeking to capture them. And in these cases, they basically wield only

daggers and needles. They do not use swords to defend themselves. In many cases, women actually surrender to the successful attackers in order to prevent themselves from being slain. When Ar was being attacked by the might of Cos, the idea of freeing and arming male slaves was considered. No one ever considered allowing women to fight.

So, what is the role of females in the Warrior Caste? First, it is to bear and raise children to maintain the future of the Caste. This is an accepted function by free women who truly care about the welfare of their Caste. Second, as women care for children during their formative years, they are responsible for some of the education of their children. This likely would entail teaching them some basics of the Warrior Caste codes, instilling important virtues at an early age. It is doubtful women learned all of the intricacies of the Warrior code but it seems apparent they would know the basics. For example, in Tarnsman of Gor, Tarna is aware of one aspect of the Warrior code, that if she submits to a Warrior he must accept her or kill her. Talena was the daughter of a Ubar and thus a member of the Red Caste.

It seems obvious then that our second inquiry must be answered negatively. The Warrior Caste and Gorean society would not permit women to train as Warriors. It may not be an explicit prohibition in the novels, but it is supported by many factors. You cannot just assume that because an explicit prohibition does not exist, that it is allowed. You must examine all of the surrounding factors. The logic concerning caste welfare may be the strongest reason for banning female Warriors. Caste is extremely important to Gor and the welfare of that Caste will outweigh individual ambitions.

For those who feel women Warriors are true to the books, what are your reasons? Where is the support in the novels? Most will only claim that there is no explicit prohibition. Others will point to Tarna, Panther girls and Talunas. Others will state they know plenty of strong women on Earth. Yet, these arguments are only considering the capabilities of women. They do not deal with how Gorean society would accept such women. Where in the novels is there support for the acceptance of female Warriors by the Red Caste? Such support does not exist.

collected and modified by  
Rarius Yuroki

#### - DID PHYSICIANS CHARGE ON GOR?

"When the Physician had finished the cleansing, chemical sterilization and dressing of the merchants wounds, he left. With him the majority of the watchers withdrew as well. The Scribe had paid the Physician from a small iron box, taken from a locked trunk, a tarsk bit." (Beasts of Gor pg. 104)

"Is there no antidote?" I asked.

"No," said Iskander.

"Then there is no hope," I said.

"No," said Iskander, "there is no hope."

"Perhaps it is not the poison." I said.

"Perhaps," said Iskander.

"Thurnock," said I, "give this physician a double tarn, of gold."

"No," said Iskander, "I wish no payment."

"Why not?" I asked.



"I was with you," he said, " on the 25th of Se'Kara."

"I wish you well, Physician," I said.

"I wish you well, too, Captain," said he, and left.

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"Little is said about the cost of a Physician's services. There was only reference where a Physician earned a tarsk bit for cleaning, sterilizing and dressing a wound."

(Beasts of Gor, p.104)

"When the Physician had finished the cleansing, chemical sterilization and dressing of the merchants wounds, he left. With him the majority of the watchers withdrew as well. The Scribe had paid the Physician from a small iron box, taken from a locked trunk, a tarsk bit."  
(Beasts of Gor pg. 104)

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## ONLINISM OF THE WEEK

### - TOP TEN REASONS WHY SANTA DOESN'T VISIT GOR

#### Top 10 Reasons Santa Doesn't Visit Gor

10. The last time Santa came by, the PKs declared it a tech violation and blue flamed the sleigh.

9. Have YOU ever tried to get kaiila to pull a sleigh?!

8. Santa tried dressing his elves in silks and they froze to death!

7. Santa found that wearing red meant everyone wanted to hire his sword!

6. The Tuchuks killed and ATE Rudolph! The Panthers nearly capped the Jolly Old Elf!

5. You ever see a fat man try to Nadu?! Pitiful! And silks? Oy!!

4. The sleigh headed North, bounced off the Sardar detection net, careened out over the Northern forests and was nearly brought down by the Kurii!

3. Last time he came by, Santa came down the chimney into the kajirae's quarters and wasn't seen again for six MONTHS... er... excuse me, that's 30 hands!

2. Santa tried to get the bosk milk and kaiila cookies left for him by an eager kajira, and a sleen nearly took his ARM off!

1. Er... do YOU want to try telling a 6'9" Gorean Master bristling with sword, crossbow, mace, three fighting kajirii and an attitude, that he's been naughty?!

Dorian Trevellion  
Head Initiate of Landa

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The Landa Times: <http://www.gorean-forums.com/>